

Fig. 1

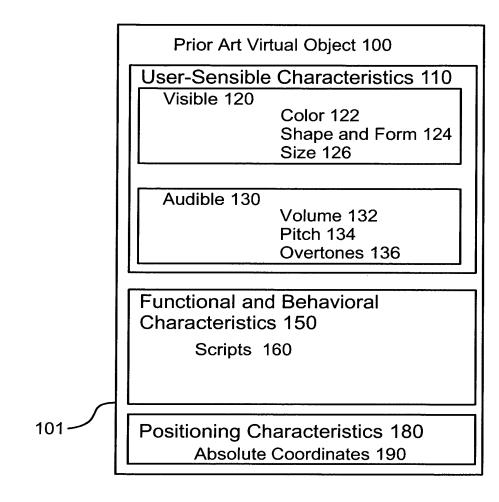


Fig. 2

Object 200

Split Object User Display Part 202

User-Sensible Characteristics 210

Visible 220

Color 222 Shape and Form 224 Size 226

Audible 230

Volume 232 Pitch 234 Overtones 236

Positioning Characteristics 280

Coordinates 290 Relative Positioning 295

Functional and Behavioral Part 251

Functional and Behavioral Characteristics 250

Rules of Play 260

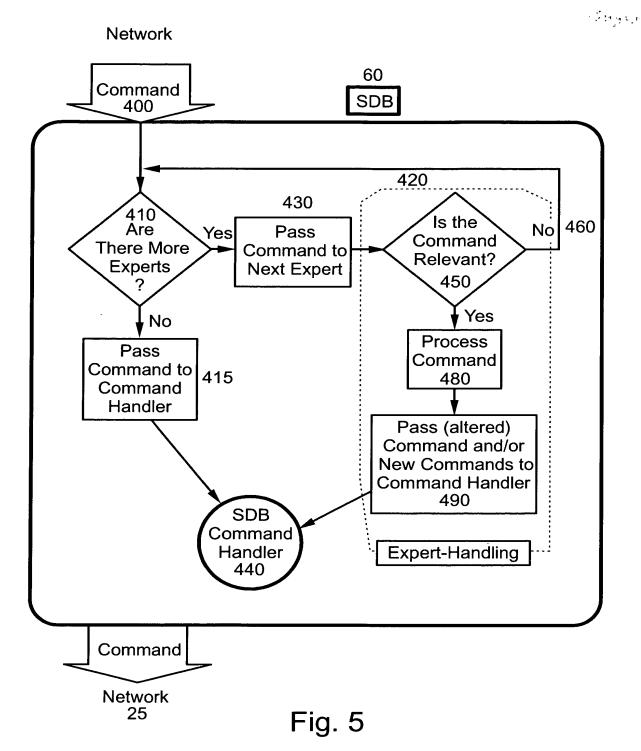
Rules of Behavior 270

Interactions 275

~201

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Command Processing with Experts-Diagram



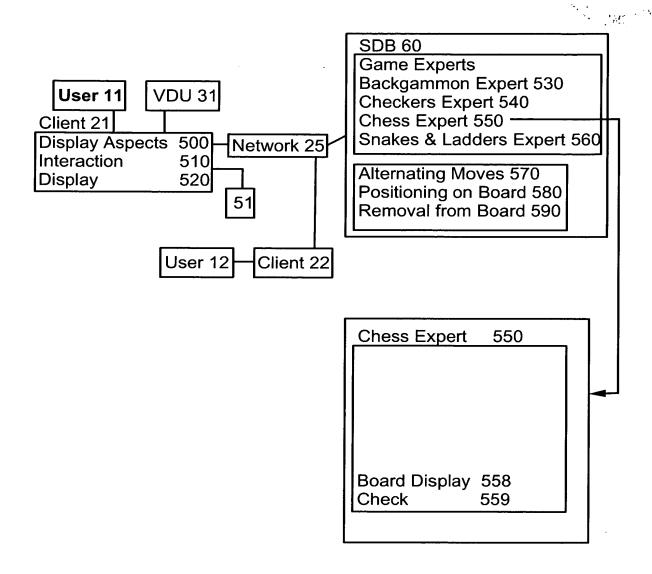
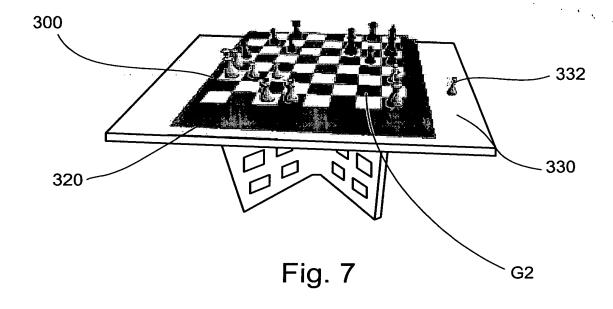


Fig. 6



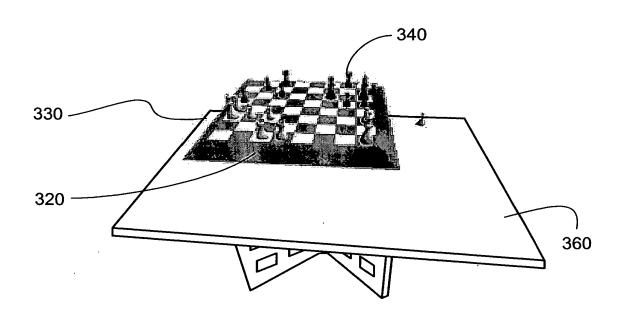
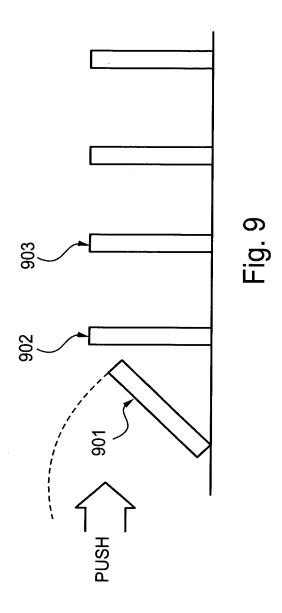
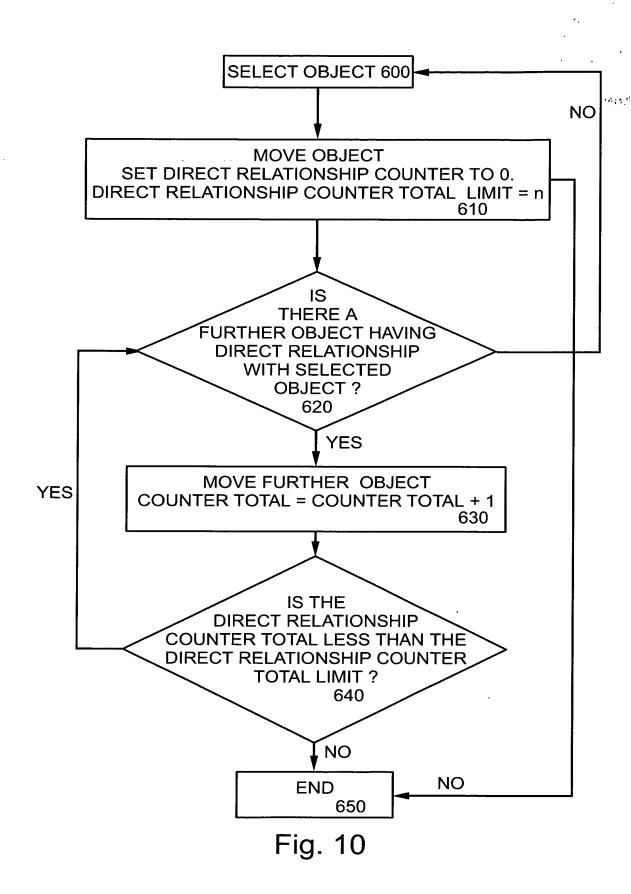


Fig. 8





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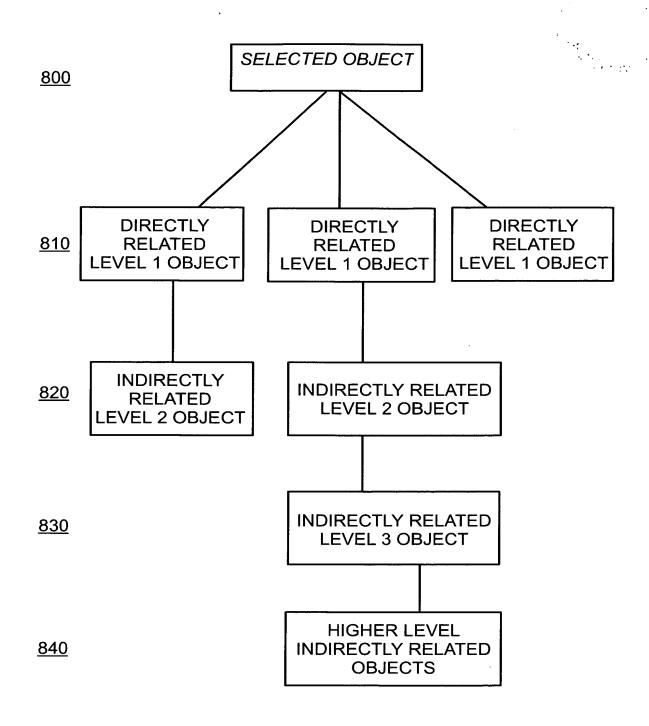


Fig. 11